Tyler Pugmire
Software Engineer

tyler.pugmire@yahoo.com | (425) 312-2148 | linkedin.com/in/tylerpugmire | tyler-pugmire.github.io

CAREER OBJECTIVE

Software Engineer with a bachelor's degree in Compuer Science. Worked as a contractor on the mobile version of Minecraft in between semesters before finishing my degree at DigiPen Insitute of Technology.

SKILLS

Languages	C/C++, GLSL, HLSL, C# Lua, Java, SQL
APIs and Tools	OpenGL, DirectX, Visual Studio, SDL, Premake, Mercurial, Git, Perforce, Visual Studion Online
Soft Skills	Critical Thinking, Algorithms, Data Structures, Analytical Skills, Jira, Agile Development, Scrum, Asana

PROFESSIONAL EXPERIENCE

Minecraft
Software Engineer, May 2016 - August 2016
- Worked on the mobile version of minecraft using a custom engine built in C++
- Used Visual Studio Online to help track and fix various bugs to improve gameplay

STUDENT PROJECTS

Ascension
Developer, May 20125 - May 2016
- 3D 3rd-person exploration-focused narrative-driven puzzle adventure made with Unreal Engine 4
- Implemented a ledge grabbing system to enhance gameplay and feel of the game
- Integrated level streaming into our workflow to help the collaboration between the artists, designers and devs
- Helped in developing a perforce workflow easy for artists and designers to use
- Created various effects to improve visual feedback of the game

Colossal
Graphics Developer, June 2014 - April 2015
- 3D 1st-person shooter developed using a custom engine built in C++ and Lua
- Wrote shaders using GLSL to provide and enriched visual experience
- Designed a fully automated art pipeline to allow artists to easily test assets in engine for quick iteration
- Integrated ImGui into graphics system to support common editor needs

PERSONAL PROJECTS

tinypsd
Lead Engineer, January 2018 - Present
- Open source single file header built in C designed for the loading of psd files

Discord Bot
Lead Engineer, Februaury 2018 - Present
- Custom discord bot built with Node.js and discord.js
- Can play YouTube in voice chat, create polls and allows members to set their name color

EDUCATION

DigiPen Institute of Technology
December 2016
- B.S. in Computer Science in Real-Time Interactive Simulation